VISIT…

FROZEN WHISPERS

A Short Adventure for Four 3rd-Level Player Characters

CREDITS

Design: James Jacobs
Editing: Penny Williams
Typesetting: Nancy Walker
Cartography: Todd Gamble
Web Production Julia Martin
Web Development: Mark A. Jindra
Graphic Design: Sean Glenn, Cynthia Fliege

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Frozen Whispers is a short D&D adventure for four 3rd-level player characters (PCs). The scenario is set mostly in and near a remote hunter's lodge in a snowy forest.

The scenario can be placed in any cold area of your campaign world that features a remote tract of woodland—a copse of trees near the arctic circle, a swath of taiga near the treeline on a high mountanside, or even a normally temperate forest caught in the grip of an unnaturally snowy winter. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks, including the *Player's Handbook,* the *Dungeon Master's Guide,* and the *Monster Manual* to run this adventure. The wendigo template appears in the *Fiend Folio*, and although that book is also helpful, full statistics are provided for the wendigo encountered in this adventure.

To get started, print out the adventure, including the maps. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. Review the rules for forest terrain (on page 87 of the *Dungeon Master's Guide*) and cold dangers (on page 302 of the *Dungeon Master's Guide*), since both play a major role in *Frozen Whispers.* Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times.

ADVENTURE BACKGROUND

Despite the bitter cold that reigns here nine months of the year, the Timberway Forest has long been a source of prosperity for civilized folk who live nearby. Many trappers and hunters spend the better part of the year within its borders, stockpiling furs and meat to trade in the frontier towns to the south, where they spend their winters. Most feel that the value of these commodities makes braving the Timberway Forest worth the risk.

Recently, though, a small group of trappers and hunters led by a human ranger named Aaron Korigard has awakened a terrible new menace in the forest. Based in a remote hunter's abode called the Bluerock Lodge, Aaron's men hunted the animals of the woods more out of a deep-seated desire to be cruel than a need to feed themselves. In particular, they focused their hateful attention on the local Timberway lion population. Timberway lions are rather small (more like leopards), but they are known for being lithe and wary.

Still, the trappers had the advantage of intelligence and tools, and before long they had slaughtered the entire pride save for its leader. As the winter worsened and game grew ever more scarce, this last surviving lion began to starve.

At this point, the darker forces of nature took notice. When the starving lion's tormentors settled into their lodge to wait out a sudden blizzard, the big cat transformed into a wendigo—a terribly fey spirit born of starvation and cold. It took the lion wendigo only three days to hunt down and slaughter the most of the trappers, but Aaron himself escaped death. The canny ranger realized that he was in over his head and set off toward civilization, even though he had been horribly wounded by the lion wendigo and had lost most of his supplies. He didn't get far before he collapsed of exhaustion and became a wendigo himself.

The two one-time enemies—lion and human—have now entirely forgotten their prior lives. Completely consumed by the supernatural forces of eternal hunger and frozen hatred, they stalk the Timberway Forest separately, searching for living beings to slay.

In the intervening weeks, a new group of hunters has come to Bluerock Lodge. Keller, a rogue wanted in another city for stealing a ring belonging to a noble, came hunting with this new group to avoid capture. Since their arrival, Aaron has stalked and wounded a few members of the group, including Keller, who later killed the companions left at the lodge with him. If he is not cured or slain soon, he too will become a wendigo and join Aaron in his endless hunt.

ADVENTURE SYNOPSIS

The wendigo that was once Aaron stalks the PCs while they make their way through the woods toward the Bluerock Lodge. Upon arrival, they find the place a charnel house. Initial investigation indicates that the last hunters who stayed here succumbed to cabin fever and killed each other off, However, it soon becomes clear that the creature responsible for their deaths is still very much alive. The adventure comes to a climax when the PCs must defend themselves against the attacks of the deadly wendigo.

ADVENTURE HOOKS

As the DM, you must decide how best to involve the PCs in the adventure. However, this scenario works best if the characters aren't initially aware of the fact that terrible evil spirits are haunting the Timberway. Thus, their reasons for traveling into the woodland should stem from some other need to reach Bluerock Lodge. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- While visiting a frontier town near the edge of the Timberway, the PCs learn that merchants here pay handsomely for the pelts of the elusive Timberway lions—up to 50 gp apiece. By asking around town, the characters can quickly learn that a group of like-minded hunters recently left for Bluerock Lodge, a shelter located near the traditional hunting grounds of the lions in question. The townsfolk assure them that if they wish to try their hand at lion hunting, Bluerock is the place to go.
- If the party's temperament is more aligned with nature, the characters hear of the prices that Timberway lion pelts are currently bringing. Any character with ranks in Knowledge (nature) knows that Timberway lions are endangered creatures, and this fact may spur the PCs to find Bluerock Lodge and encourage the people there to cease their hunting.
- One of the hunters at Bluerock Lodge isn't really a hunter; he's a rogue named Keller who joined the other hunters after successfully stealing a local noble's magic ring. Hoping to dodge the authorities, Keller decided to hide out for the winter in Bluerock, posing as a hunter. The noble hires the PCs to track down the thief and retrieve the ring he stole. Keller didn't think to disguise himself, so tracking his flight to the frontier town is a relatively easy matter. When the characters arrive, the proprietor of the local trading post recognizes the description they provide and tells them that the man they seek left a few weeks ago with a group of hunters bound for Bluerock Lodge.
- Bluerock Lodge was built many years ago, but its owner perished not long after its completion and left no heirs. Since then, the lodge has served as a place for hunters to stay free of charge in the woods. A man who claims to have inherited the lodge hires the PCs to go there and determine whether the place is nice enough to claim, or whether he should sell it off. Alternatively, one of the PCs could inherit Bluerock Lodge, or find the deed to it among the treasure from an earlier adventure.
- The PCs become lost in the Timberway Forest on their way to another place. During a snowstorm, they accidentally come upon Bluerock Lodge.

BEGINNING THE ADVENTURE

Frozen Whispers is an event-based adventure that occurs in the Timberway Forest and at Bluerock Lodge.

The encounters provided for each of these sites occur in the order given.

The PCs may spend time gathering information in one or more of the frontier towns in the area, if they wish. Everyone knows where Bluerock Lodge is and what it's used for, but no one knows about the wendigos in the forest. The adventure begins when the characters reach the forested area near Bluerock Lodge.

A. THE TIMBERWAY FOREST

Bluerock Lodge is lies deep within the Timberway Forest. No regional map is provided of this area, so that you can more easily adapt the overland portion of this adventure to your campaign.

Bluerock Lodge is located about 70 miles from the southern edge of the forest. The intervening terrain is hilly country covered in dense forest. Although no roads penetrate the Timberway, several hunters' trails crisscross its otherwise trackless expanse. Recent snows obscure these trails in spots, but all of them lead through the wood to the many lodges built within.

This adventure takes place near the end of winter, when temperatures in the woods average a brisk 30°F during the day and drop to about 10°F at night. It hasn't snowed here for a week, but patches of snow still cling to the trees and the ground. An unprotected character in these conditions must make a Fortitude save each hour (DC 15 + 1 per previous check) or take 1d6 points of nonlethal damage. A character with ranks in Survival may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see page 83 of the *Player's Handbook*).

Most of the hunters in the area choose to traverse the forest on foot. Although horses can speed up travel along the trails, most of them quickly succumb to the cold.

The trail to Bluerock Lodge is fairly simple to follow; a character need only make a successful DC 10 Survival check once per hour to avoid wandering off the trail. (The characters may take 10 on these checks and should be encouraged to do so.) As long as they stay on the trail, the characters move at only three-quarters of their normal rate. A group moving at a speed of 30 feet can thus cover about 18 miles after 8 hours of walking, reaching Bluerock Lodge a couple of hours before sundown on their fourth day in the forest. Crude shelters, each of which can house up to four Medium creatures, are located about every 18 miles along the trail, so characters moving at a speed of 30 feet should be able to sleep in a shelter every night as long as they keep up the pace. Slower groups must either force march a little in order to reach shelter or construct their own.

Off the trail, things quickly become worse. The hilly, forested, frozen terrain reduces movement to one-half normal, and someone in the group must make a DC 15 Survival check each hour spent off the trail or become lost.

The particularly cruel winter and the depredations of the local hunters have dramatically reduced the local supply of game. Water is fairly plentiful in the form of snow and numerous partially frozen streams, but food is hard to come by. A character wishing to hunt and forage for food can find food and water for himself with a successful DC 18 Survival check, and for one other person per 2 points by which this check result exceeds 18.

RANDOM ENCOUNTERS

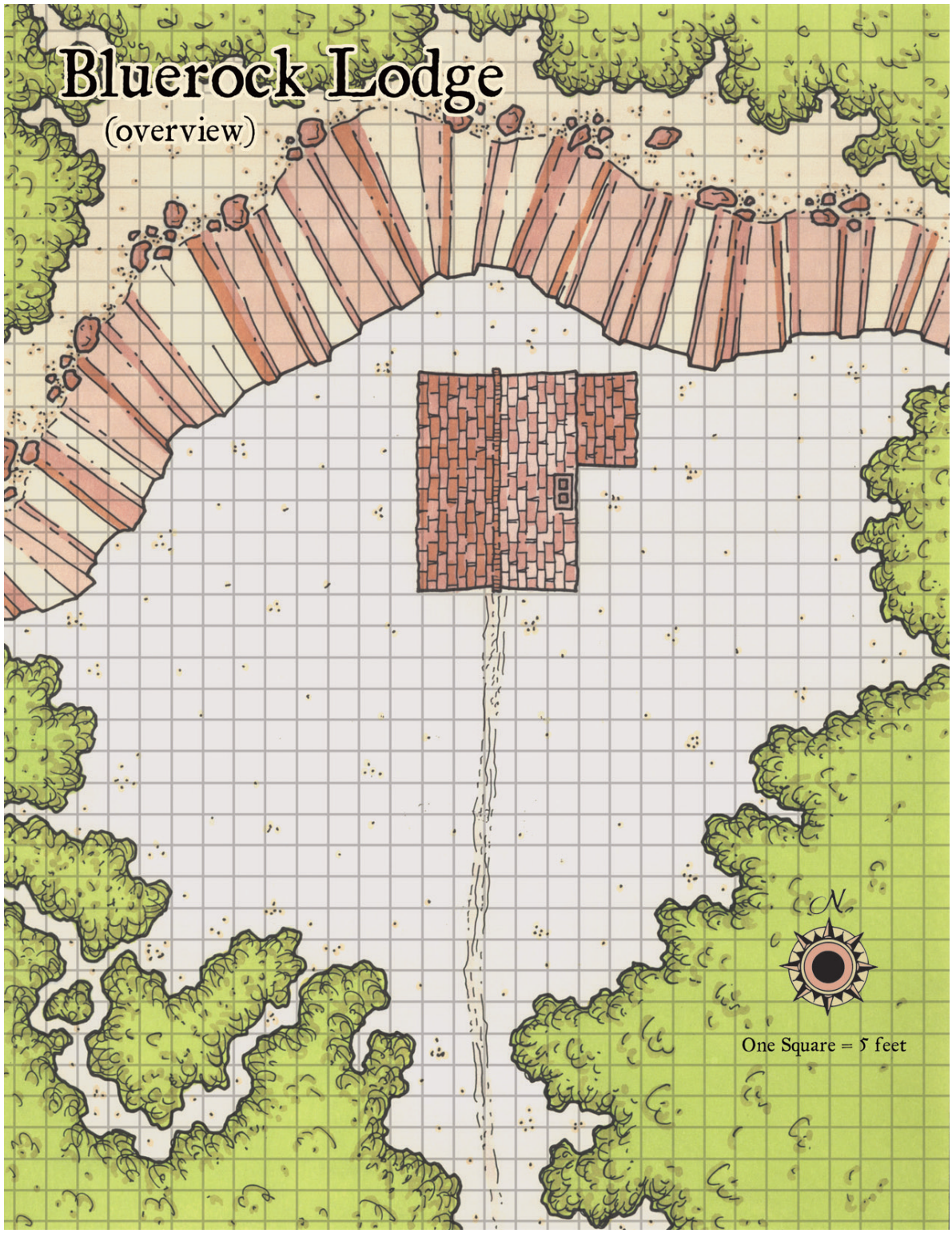
Because of the lack of animal life, the forest is uncharacteristically quiet and free of monsters. No random encounters occur as long as the PCs remain on the trail. If they insist on exploring the trackless woods, the chance of an encounter is only 4% per hour. Random encounters are with wolverines, wolves, or possibly other hunters (usually 1st–3rd-level human experts), at the DM's discretion. Only 5% of such encounters should be with Timberway lions (see encounter A1 for statistics). Within a day's travel of Bluerock Lodge, there are no random encounters at all.

A1. A DISTURBING ENCOUNTER (EL 2)

This encounter occurs early in the PCs' last day of travel to the lodge. Allow each character a DC 15 Spot check. If anyone succeeds, read or paraphrase the following aloud. Otherwise, go to the Creature section below.

> The stark black-and-white of the wintry forest is broken by a splash of color in the landscape toward the left. A man's body sits upright but slumped against a tree. Around him, the snow is stained a brilliant red.

The body is that of Kyle Tanner, one of the hunters from Bluerock Lodge. A successful DC 15 Heal check establishes that he died of blood loss from a terrible bite wound on his shoulder. The bite was bandaged, but it looks like the man tore the bandage loose and reopened the wound with his own frostbitten hand. A brief inspection of the body (Search DC 10) reveals that blood seeps from both of the ears, and that both eardrums have been ruptured with a sharp object.


Bluerock Lodge
(overview)
N
One Square = 5 feet

Kyle managed to escape from Bluerock Lodge three days ago after he was attacked and bitten by the rogue Keller, who had sunk into insanity and was well on his way to becoming a wendigo. Tanner got this far before the maddening whispers of the two wendigos in the forest drove him insane. To escape the infuriating sounds, he punctured his own eardrums with his dagger. Upon realizing that something was still stalking him, he killed himself by tearing open his bite wound so that he would not become one of the wendigos.

Creature: A lone Timberway lion lurks in the area. Though the poor creature is starving, it has not yet eaten Kyle's remains because it can sense the unnatural taint of the wendigo on his body. If it hears the PCs approaching, the lion quickly hides nearby and gets ready to pounce.

Timberway Lion: hp 19 (currently has 4 points of nonlethal damage from starvation); see *Monster Manual,* page 274 (leopard statistics).

Tactics: The lion attacks the characters from hiding as they walk past it. If reduced to fewer than 10 hit points, it flees. As it does so, it leads the PCs past Kyle's body if they have not already noticed it.

Treasure: Kyle's masterwork dagger remains at his side, and his cold weather outfit can be worn by a Medium humanoid.

A2. CORNER OF THE EYE

The characters' movement through the forest eventually attracts the attention of one of its supernatural residents.

Creature: As the PCs continue to approach Bluerock Lodge, they attract the attention of Aaron, the wendigo that now haunts the region.

Aaron Korigard: See encounter B2, below, for statistics.

Tactics: By the middle of the day, when the PCs are still about 3 hours away from the lodge, Aaron selects a PC to stalk—preferably one who is scouting ahead or lagging behind the main group. Aaron uses his wind walking ability to stalk the character, and his snowy white skin makes him 80% likely to appear as fog vapors.

Thanks to Aaron's corner of the eye power, the chosen PC soon becomes aware that something is stalking him. He takes a –2 penalty on all Wisdom-based skill checks as he grows more and more nervous and paranoid from the glimpses he catches of his pursuer out of the corners of his eyes.

In addition, Aaron targets his victim with his maddening whisper attack. The targeted PC must make a successful DC 13 Will save or take 1d3 points of Wisdom damage from the nightmarish whispers he (and only he) hears just under the sounds of softly blowing wind and snow sloughing off of tree branches.

Development: If the characters attempt to turn on the wendigo and pursue him, Aaron uses his wind walking ability to escape them, then returns to harass them again later. Should they somehow corner him, go to encounter B2.

B. BLUEROCK LODGE

Read or paraphrase the following aloud when the PCs reach Bluerock Lodge.

> Bluerock Lodge perches atop a steep promontory that drops off for 40 feet to the forest below. The exposed stone of this cliff has a distinctive blue cast to it. The snow in the clearing surrounding the lodge looks fresh and is unmarked by footprints, except for a single set that leads from the building's front door down the trail into the woods. Spatters of frozen blood accompany this trail, as if the creature that made them was bleeding as it ran. Despite the chill in the air, the front door of the lodge hangs open, and no smoke curls up from the chimney on the roof.

The footprints are Kyle's. If anyone follows them successfully with a Survival check (DC 8 in the clearing, or DC 13 in the forest where snow cover is more sparse), the tracks lead to his body (see encounter A1, above).

Until several days ago, Bluerock Lodge was inhabited by seven human hunters, but the arrival of the wendigo that was once Aaron on the eve of the season's last snowstorm put an end to this arrangement. Aaron lured some of the hunters out into the snow and attacked them, then let them return to the lodge. Over the course of the night, he tormented the men with his maddening whispers ability. The next morning, three of the unwounded hunters set out for civilization to get help, leaving the two wounded ones in the care of their two remaining healthy companions. During the next few days, the wendigo hunted and killed the three who had left, then carried their bodies back and left them lodged in the trees below the lodge. In the meantime, the more heavily wounded man back at the lodge (the rogue Keller) succumbed to madness and attacked the others. He killed two of the hunters, but the third (Kyle Tanner, the other wounded man) escaped into the woods. Aaron stalked Kyle until the latter took his own life, then returned to lurk in the Bluerock Lodge area to await Keller's transformation into a wendigo.

Anyone who clambers down the face of the cliff (Climb DC 15) to search the forest just below the lodge finds the bodies with a successful DC 12 Search check.

B1. INSIDE THE LODGE (EL 3)

Read or paraphrase the following when the characters get inside the lodge.

> The interior of the lodge is a single, large, open room that has seen better days. The numerous tables and chairs have been battered apart, and the lumber salvaged from them has been nailed over all of the tightly shuttered windows. A pile of rubble near the open door indicates that it too was once similarly barricaded, but the boards were subsequently torn out. Several low beds against the far wall are in complete disarray. The beds, some ruined tables, and even the walls bear scorch marks and quite a few bloodstains. A large fireplace dominates the center of the room, but no fire burns inside, though the walls bear numerous burn marks. Two composite longbows, a blood-soaked hatchet, and nearly two dozen arrows lie scattered about the room. In the wall opposite the main entrance is a single door.

The hunters initially boarded up the windows and doors to keep the wendigo out, but this plan backfired when Keller finally lost his sanity and attacked them. Kyle managed to pry the boards off the door and escape, but the others were not so lucky. Keller partially ate both bodies, then hid them under the furs on the beds for later.

The door in the opposite wall opens into a small storage room filled with firewood, a few barrels of frozen water, and some dried food. A mound of Timberway lion pelts, most of which were left here by Aaron's group, dominates the center of the room. Keller is hiding in this chamber when the PCs approach.

Creature: Keller the rogue lurks in the storeroom, watching out the windows for signs of the wendigo (or anything else, for that matter) and eating the stored food. If he sees or hears the PCs approaching, he hides near the door and readies an action to attack anyone who enters the room.

Keller is wild-eyed and frothing at the mouth. His clothing is caked with frozen blood, and his skin is covered with sores and numerous wounds. Both of his feet appear to be horribly frostbitten, but in fact this condition is a manifestation of his impending transformation into a wendigo and does not affect his speed.

Keller: Male human rogue 3; CR 3; Medium humanoid; HD 3d6+3; hp 6 (originally 13); Init +6; Spd 30 ft.; AC 14, touch 13, flat-footed 14; Base Atk +2; Grp +4; Atk +5 melee (1d4+2/19–20, masterwork dagger) or +4 melee (1d3+2, unarmed strike [bite]); Full Atk +5 melee (1d4+2/19–20, masterwork dagger) or +4 melee (1d3+2, unarmed strike [bite]); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL CE; SV Fort +2, Ref +5, Will –4; Str 14, Dex 15, Con 12, Int 10, Wis 1, Cha 12.

Skills and Feats: Appraise +6, Bluff +7, Diplomacy +9, Forgery +6, Hide +10, Intimidate +3, Move Silently +10, Open Lock +8, Sleight of Hand +12, Use Rope +10; Deft Hands, Improved Initiative, Stealthy.

Evasion (Ex): If exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, Keller takes no damage with a successful saving throw.

Trap Sense (Ex): Keller gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Trapfinding: Keller can use the Search skill to locate traps when the task has a DC higher than 20.

Possessions: Padded armor, masterwork dagger, *ring of protection +1.*

Tactics: Keller is quite insane, and although he has not yet completed his transformation into a wendigo, he certainly will before much longer. He attacks with his bite, a normal unarmed attack that provokes attacks of opportunity. He fights to the death, pursuing his enemies to the edge of the clearing if necessary.

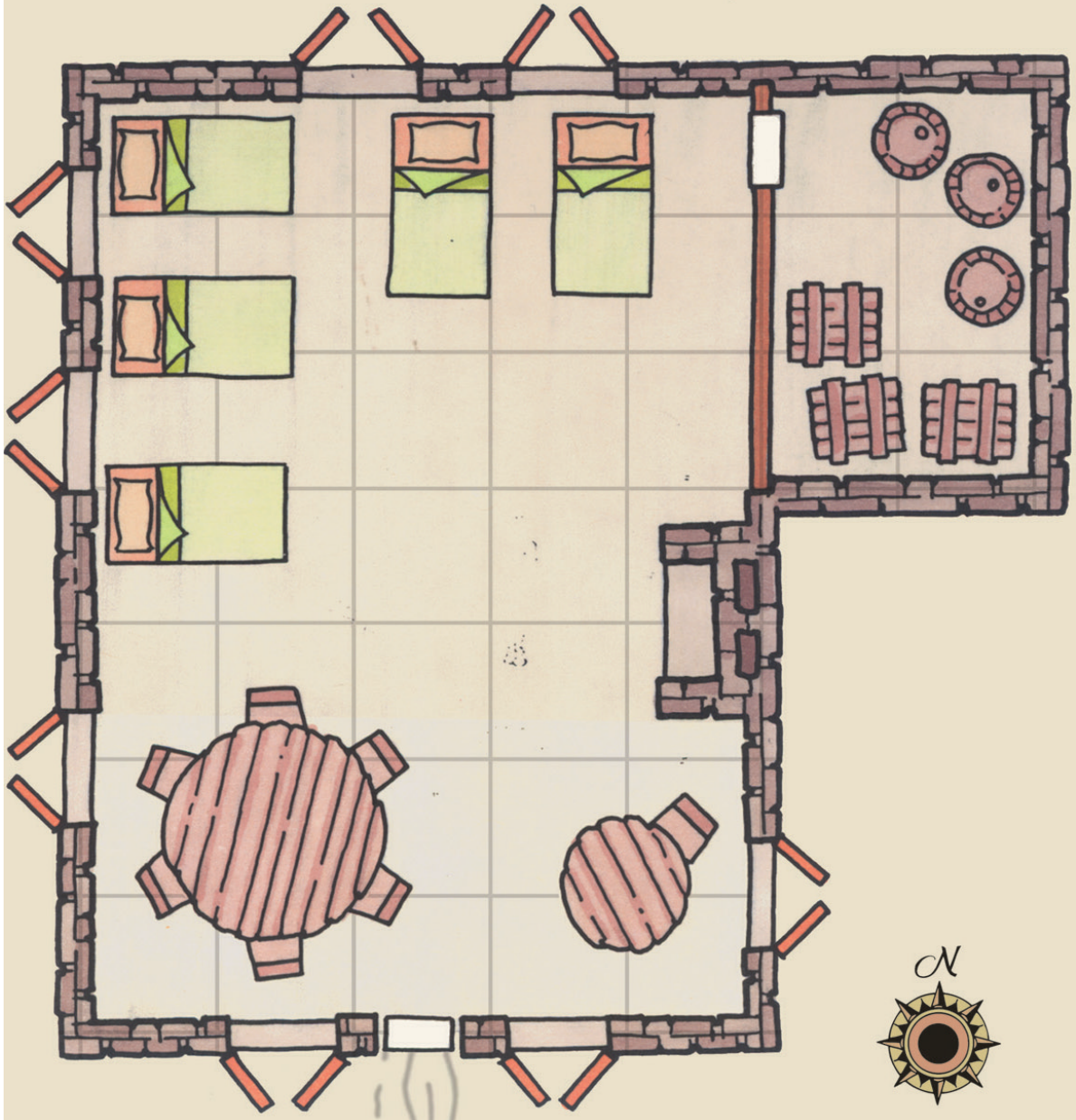
Development: A successful DC 12 Search check uncovers the hidden bodies in the main room. Both are little more than frozen red skeletons, since Keller has eaten pretty much everything he could get to in an attempt to stave off the supernatural hunger growing inside of him. A successful DC 15 Heal check establishes that whatever ate the bodies did so with teeth like those of a human.

Treasure: Both of the bows on the floor are masterwork composite longbows (+3 Str bonus), and the hatchet is a masterwork handaxe. Nineteen masterwork arrows lie scattered around the room as well. A successful DC 20 Search check made while examining the fireplace uncovers a loose rock in the mantel. Behind it is a small hollow space containing two *potions of cure light wounds* and three *potions of endure elements.*

The storeroom contains eleven Timberway lion pelts, each worth 50 gp. Selling these pelts, however, could earn characters the wrath of local druids or other naturalists.

Bluerock Lodge

(floorplan)



Ad-Hoc Experience Award: Since Keller is wounded and insane, award only 50% of the normal experience points if the characters defeat him.

B2. WENDIGO ATTACK (EL 5)

Aaron continues to stalk the PCs for as long as they remain in the area, hoping to reduce his chosen victim's Wisdom score as much as possible. At any time the victim is alone, the wendigo attacks.

Aaron is a dangerous creature that can be devastating against an unprepared group of 3rd-level characters. Before the attack takes place, be sure that the PCs have had ample clues about his presence and abilities. Many of the encounters in this adventure provide subtle information about the wendigo, but the greatest weapon the PCs can use against him is fire. The hunters in the lodge figured out his weakness, but the only remnants of their discovery are the charred walls inside the lodge and the burn scars on Aaron's face.

You can drop additional hints for the PCs if they haven't yet realized what they're up against. Before the wendigo attacks, allow a character who studies the clues a DC 25 Knowledge (nature) check to realize that their enemy might be a wendigo (assuming she has ranks in the skill). Once Aaron attacks, each PC who has ranks in the skill can make a new DC 15 Knowledge (nature) check to learn this information. If the check result is 25 or higher, the PC also realizes that fire is a potent weapon against the monster.

Creature: The wendigo was once Aaron Korigard, a bitter and hateful human male trapper. Now he appears as a feral, wild-eyed, and supernaturally quick mockery of his former self. His eyes shine with a cold, hateful, blue light, and his mouth is full of sharp, tangled teeth. His most disturbing feature, though, is his legs, which now end in charred, bloody stumps. A partially healed burn festers on the left side of his face.

Aaron Korigard: Male wendigo human ranger 3; CR 5; Medium fey (cold); HD 3d6+12; hp 22; Init +5; Spd fly 120 ft. (perfect); AC 21, touch 17, flat-footed 16; Base Atk +3; Grp +7; Atk +7 melee (1d6+6, bite); Full Atk +7 melee (1d6+6, bite); SA disease, maddening whispers, ravenous bite; SQ corner of the eye, favored enemy (animals +2), immunity to cold, regeneration 5, vulnerability to fire, wild empathy +5, wind walk; AL CE; SV Fort +7, Ref +8, Will +1; Str 18, Dex 20, Con 19, Int 12, Wis 10, Cha 14.

Skills and Feats: Climb +10, Hide +21, Knowledge (geography) +7, Knowledge (nature) +9, Listen +6, Move Silently +21, Spot +6, Survival +14; Combat Reflexes, Endurance, Stealthy, Track, Weapon Focus (longbow).

Disease (Su): A creature hit by Aaron's bite must succeed on a DC 15 Fortitude save or become infected with his hunger. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage. Each day that a victim takes Wisdom damage from this disease, it must succeed on a DC 13 Will saving throw or become overwhelmed with an insatiable hunger for the flesh of its own race. A victim that successfully feeds on such flesh retains no memory of it. A victim reduced to a Wisdom score of 0 immediately transforms into a wendigo and races off into the sky at such a speed that its feet burn away from its body, leaving bloody, charred stumps.

Maddening Whispers (Su): Aaron may use his maddening whispers ability once per day on any target within 120 feet. This victim—the only one who can hear the whispers—must make a DC 13 Will saving throw or take 1d3 points of Wisdom damage.

Ravenous Bite (Ex): Aaron's bite threatens a critical hit on a roll of 18–20 and deals triple damage on a successful critical hit. A wound resulting from a critical bite bleeds for an additional 3 points of damage per round thereafter; multiple wounds result in cumulative bleeding. The bleeding can be stopped only by a successful DC 10 Heal check or the application of magical healing.

Corner of the Eye (Su): When Aaron stalks a victim while wind walking, he always seems to lurk just at the corner of his chosen victim's field of vision. This victim takes a –2 penalty on all Wisdom-based skill checks as long as Aaron stalks it.

Favored Enemy: Aaron gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against animals. He gets the same bonus on weapon damage rolls against creatures of this type.

Regeneration 5 (Ex): Fire deals normal damage to Aaron.

Wild Empathy (Ex): Aaron can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check to improve the attitude of a person. His bonus on the check is +5. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. Aaron and the animal must study each other for 1 minute. This ability can also be used to influence a magical beast with an Intelligence score of 1 or 2, but Aaron takes a –4 penalty on the check.

Wind Walk (Su): Aaron can wind walk at will, transforming from physical form to incorporeal form or back as a move action.

Possessions: *+1 leather armor, amulet of natural armor +1.*

Tactics: If the PCs attempt to leave the lodge and return to civiliziation, the wendigo steps up its plans and attacks them an hour after they enter the woods. Aaron wants to spread his terrible taint, so he takes pains not to kill those he has successfully infected with his disease. He retreats to regroup only if threatened with fire. Since Aaron regenerates, chances are that if the PCs kill him and then leave his body without burning it, he will soon rise and attack again.

CONCLUDING THE ADVENTURE

The adventure ends as soon as the PCs accomplish their specific goals for traveling to Bluerock Lodge and escape to civilization (with or without slaying the wendigo).

FURTHER ADVENTURES

If Aaron survives, he continues to menace the denizens of the wood and eventually starts to prey on those dwelling in the nearby frontier towns. Even if he is slain, the advanced Timberway lion wendigo still lurks in the woods, and if Keller lives long enough, he becomes a wendigo as well. Tracking down and slaying the remaining wendigos before their disease spreads further can be the basis for several adventures in this region.

Finally, it's quite possible that one of the PCs has become infected with the disease as well. None of the frontier towns near the edge of the woods has a cleric capable of casting *remove disease,* but the characters can learn of several options if they ask around. A local paladin, cleric, druid, or ranger who can cast *remove disease* lives in the area, but went missing several days ago after leaving to investigate the disappearance of several local hunters in the nearby woods.

ABOUT THE AUTHOR

James Jacobs works at Paizo Publishing as the associate editor for Dungeon Magazine. He's written several adventures and articles for both Dungeon and Dragon and has contributed to several Wizards of the Coast publications, including *Monster Manual II, Races of Faerun, Fiend Folio,* and an upcoming book in which the horribly hungry wendigo would feel right at home. He also writes the monthly "Far Corners of the World" column for the Wizards of the Coast website.

When he's not scrambling to finish freelance projects, James spends his time watching DVDs, playing in one of seven (soon to be eight) ongoing d20 campaigns, and looking for Bigfoot.